

Monthon Paul

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EDUCATION

University of Utah

Salt Lake City, Utah

Bachelor of Science in Computer Engineering; GPA: 3.64

August 2020 - expected 2024

Courses: Data Structures & Algorithms, Computer Systems, Operating System, Embedded Systems, Computer Organization, Algorithms, Software Practice I, Software Practice II, Computer Design Lab, Databases Systems, Digital System Design, Programming Languages

EXPERIENCE

Software Intern

August 2023 – Present

Varex Imaging Corporation

Salt Lake City, UT

- Software Project: Use Machine Learning to developed a Convolutional Neural Network model to predict X-ray tube performance using environmental data collected by Atmocube sensors.
- Collaborated on designing a model architecture including convolutional layers, ReLU activations, and max-pooling layers.
- Participated in the calibration of the model to achieve a predictive accuracy of 95%.

Teacher's Assistant Instructor

August 2023 – Present

School of Computing, University of Utah

Salt Lake City, UT

- Became a Teacher Assistant for the School of Computing of the University of Utah. Help students learn & assist in teaching COMP 1010: Programming for All I and CS 1810: Intro to Computer Systems.
- Hold Office hours & Instruct Lab classes for Students. Manage materials, help grade, & schedule with the Professor for the class.

PROJECTS

Simple Shell | *C, Makefile*

December 2023 - January 2024

- Applied my knowledge of Computer Systems & Operating Systems to replicate my own simple shell that runs on the terminal.
- does simple task of reading, parsing and exec. Multi stage piping and I/O redirection, with built in commands.
- Build with C with Makefile

Sprite Editor Application | *C++, git, QT*

October 2023 – November 2023

- Collaborated in a team of five to create a pixel drawing GUI application.
- Organized the project by managing Kanban boards, delegating tasks, holding meetings, creating document-style guides, and ensuring strong communication between the team.
- Applied Model-View-Controller architecture to ensure separation-of-concerns and maintainability.

Snake Multiplayer Game | *C#, git, .NET MAUI*

November 2022 - December 2022

- Applied .NET framework to build a Snake multiplayer Game that allows users to connect to a Server to play with other users
- Utilize Network Programming by making both the Server-side and Client-side
- Build with C# using .NET 7.0 framework, uses .NET MAUI for GUI, & JSON for API sending request

Website Portfolio | *JavaScript, HTML & CSS, Github Pages*

June 2022 - September 2022

- My side project where I am able to present my portfolio, interest, background, & projects.
- More detailed information describing on my personal interest & bio.
- Was able to host it using GitHub pages with a custom domain URL.

TECHNICAL SKILLS

Languages: C, C++, C#, Java, Python, JavaScript, HTML/CSS, MATLAB, L^AT_EX, Verilog, MySQL, R, Rust

Frameworks: MSUnit, JUnit, Jupyter, .NET, RStudio, Quartus, Pytorch, SqlServer, Mariadb, SQLite

Developer Tools: Git, Github, MacOS, Web, Windows, Linux, VS Code, Visual Studio, QT Creator, Docker, Eclipse, RStudio, PSpice, LTSpice, Oscilloscope, Spreadsheets